EmuMovies

OCEAN OF AMERICA
1870 Little Orchard St.
San Jose, CA 95125
(408) 289-1411

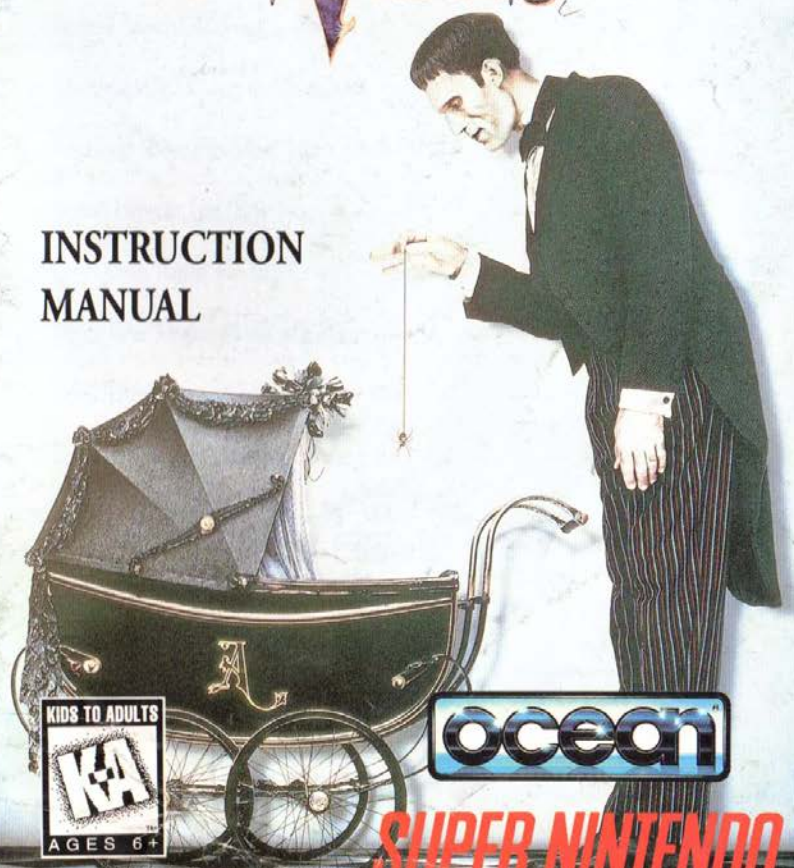
® AND © 1994 PARAMOUNT PICTURES. ALL RIGHTS RESERVED.
THE ADDAMS FAMILY IS A REGISTERED TRADEMARK OF PARAMOUNT PICTURES. OCEAN OF AMERICA IS AN AUTHORIZED USER. OCEAN IS A REGISTERED TRADEMARK OF OCEAN SOFTWARE LTD.

PRINTED IN USA

U/SNS-VY-USA

Addams Family® Values

INSTRUCTION MANUAL



KIDS TO ADULTS
K-A
AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR SUPER NINTENDO® HARDWARE SYSTEM OR GAME PAK.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Official Nintendo Seal of Quality

LICENSED BY

Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE NINTENDO SEAL OF QUALITY ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Contents

Addams Family Values ---- 2

Starting Up ---- 5

Game Controls ---- 6

Screen Displays ---- 7

Fester's Special Abilities ---- 10

Meeting and Talking to Characters ---- 13

Enemies: Where to Meet 'Em ---- 14

Items: How to Use 'Em ---- 16

Level One: Roses Are Black ---- 21

Level Two: Shake, Rattle and Roar ---- 22

Level Three: Sewer Getting Closer Now ---- 23

Level Four: Like A Rolling Stone ---- 24

Level Five: Great Balls A-Bowlin' ---- 25

Level Six: A-Maze-ing Crypt ---- 26

Level Seven: Would you like your egg black, Sir? ---- 27

Rumors ---- 28

Notes ---- 29

Limited Warranty ---- 31

Addams Family Values

Baby Pubert, the Addams Family's newest offspring, has been abducted by conniving Debbie Jellinski, his former nanny. A ransom note demands Fester to sign over half the Addams Family estate or they will never see Baby Pubert again. But Gomez and Fester have tracked Debbie to a deserted mansion just outside of town.

Now the whole family is in search of Baby Pubert. At the gated grounds, they split up. You become Uncle Fester. The mansion is surrounded by miles and miles of gardens, swamps, mountains, rivers, deserts and caverns. You will have to use all Fester's finesse to avoid traps, solve puzzles and employ some really creepy helpers.

Fester's great family turns up all over to help as they search for Baby Pubert, giving out advice and items. Fester may find that not all Debbie's friends are loyal. Some may be willing to help him—for a price. Now get going. It's a spooky, crazy adventure with the wildly weird Addams Family!

Granny Frump

Although her tongue can be as sharp as kitchen knives, Granny is a beloved member of the family. She's a real cut-up too and one of her favorite games is playing "lopped-off hand" with the Addams' family pet, Thing.

Morticia

Like many an old-fashioned wife and mother, Morticia gets great joy from tending her garden and is especially proud of the bouquets of freshly beheaded roses that grace her home.

Gomez

The object of Gomez's great ardor is his wife, Morticia. He doesn't work for a living but manages to keep himself busy. He's a keen student of the martial arts, particularly judo, an avid golfer and a master of the Mamushka.

Uncle Fester

Gomez's oldest brother, a connoisseur of mayhem and bloodshed, there's nothing he's fonder of than a good scab.

Lurch

The trusted family servant. Loyal to a fault, Lurch is as fond of the Addams' children as he is of his employers.

Thing

Much more than a pet, Thing is an important component of the Addams family unit. Few people have as devoted a friend to lend a hand in all times of need.

Wednesday

Like mother, like daughter. She is an expert on the mystery and special powers of the Bermuda Triangle.

Pugsley

Hyperactive, maniacal, vicious, young Pugsley shows all the early signs that he's growing into a future public menace that will make his parents proud.

Cousin It

Most hairshoot member of the Addams family. Although he hasn't got much to say for himself, Cousin It is a womanizer by nature and successful if all accounts be true.

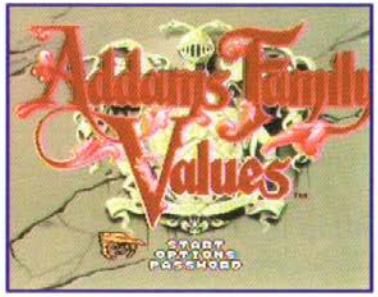
STARTING UP

Make sure the power to your Super NES is turned off. Insert the Game Pak and then turn on the power.

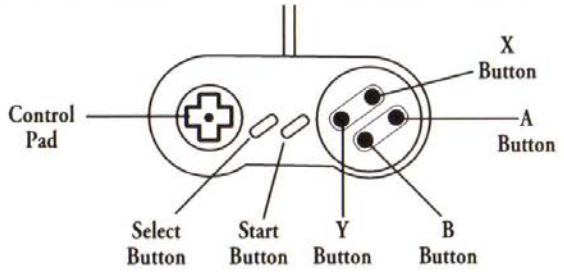
Press the B Button on your controller from the Title Screen to start the game. If you wait, a demonstration will run. Press the Start Button at any time to return to the Title Screen.

From the Title Screen press, the B Button to select the Master Options Screen and Password Screen. Press the Control Pad left and right to select options.

Press the B Button to begin a new game or a previously saved game.



GAME CONTROLS



The Control Pad

Press this up, down, right or left to move Fester up, down, right or left.

The Start Button

Press this to bring up the Inventory Screen (see what items Fester's got with him). This also pauses and unpauses the game.

The B Button

Press this for Fester to give an electrical Zzap Attack (his main weapon).

The A Button

Press this to use whatever item has been placed in the Equipment Box.

The Y Button

Press this button to see the map (Fester has to find it first).

The X Button

Press this to allow Fester to read signs, push buttons, pull switches, examine objects and talk to people.

SCREEN DISPLAYS

There are two modes of screen display during the game: the Play Screen where action is taking place, and the Inventory Screen where you can check information about what Fester currently possesses.

PLAY SCREEN

Ill-Health Status Bar

This is a row of tiny skulls that indicates how much damage Fester can take before his lights go out (before he's out of the game). Each Ill-Health Segment he collects will add one skull to the row.

Equipped Item Box

This shows the item selected and ready for use from the inventory screen.

Password

Passwords are available throughout the game when the player finds Cousin IT. They allow the player to restart the game from this point.

To enter your password, press the Control Pad left/right/up/down. Press the A Button to enter a letter on the password line. Once you have entered your correct password, press the START Button to begin play.

If while entering a password, you enter an incorrect character, simply press the B Button to step back a character.
If an incorrect password has been entered, it will be cleared allowing the player to enter a new one. Pressing START while there is no password entered will return
the player back to the Title Screen.

Continue

Continue allows the player to start his game from the last continue point in the game.

INVENTORY SCREEN

Press the Control Pad right, left, up or down to choose any item in the inventory and then press the A or B Button to highlight (select) that item.

Keys

Any key(s) that Fester has collected will be displayed here until it has been used.

Cookie Container

Any cookies Fester collects from Granny will displayed here (until he selects them to be eaten).

Potions

Any potions that Fester may collect will be displayed here.

Weapons

Any weapons that Fester may collect will be displayed here.

Miscellaneous

All other items that Fester collects will be displayed here.

FESTER'S SPECIAL ABILITIES

Fester and electricity go together hand-in-hand. Within this game he uses his special ability to Zzap any attacking nasties.

Fester's Zzap has different levels of power. When Fester is on full current Ill Health (no red skulls or dots showing) his Zzap will be on full power, when he is on half current Ill Health, his Zzap will be on middle power and when he is on less than half current Ill Health, his Zzap will be on low power.

As well as his Zzap Attack, Fester will find other items to use as a weapon to fend off the onslaught of nasties. These are:

Magical Seeds

Throw to the ground to attack the nearest nasties.

Small Rocks

Use to throw at nasties.

Stone Marbles

Causes temporary paralysis to some nasties.

Green Slime

Although this icky concoction effects only a few of the nasties that inhabit the game, it certainly does the job.

Bowling Ball

Quite an effective weapon against nasties.

FESTER'S ILL-HEALTH

When you start the game Fester has three skulls of Ill-Health. When Fester is hurt, his Ill-Health goes down. When his Ill-Health is depleted, the Game Over screen is displayed. Some baddies when killed will turn into small skulls, these when collected will increase Fester's Ill-Health up to his current maximum. As Fester progresses through the game ways will be found to increase this maximum and thus allow Fester to take more damage.

THE JOURNAL

When Fester acquires the journal, he may use it to aid him in mapping the grounds. But Fester should be aware that some of the map locations are not documented within the journal (in this case, a blank page will appear if used).

NOTE:
If Fester is within an area that bursts/forces scrolls from one section to another, this area will appear as only one square inside the journal.

MEETING AND TALKING TO CHARACTERS

To aid Fester in his quest, you will need to have him talk, gather information, collect items, etc. from various characters within the adventure. To talk to somebody or something, get close to the character or item and press the X Button. During a conversation, if there is more text than can fit on one screen, you will see a MORE or NEXT message. Press the A Button to continue.

During a chat with Fester, if a character is given a YES or NO choice, the player can press the Control Pad Right or Left to select either YES or NO. Press the A Button to select the choice. After you have initiated a message more than once, the START Button will quick exit the message.

ENEMIES: WHERE TO MEET 'EM

Crusher Vines — in forests and in the gardens.

Twees — in forests and in the stone tree.

Grimm Creepers — in the forests, in the gardens and in the greenhouse.

Boring Worms — in the drylands and in the mountains.

Vultures — in the drylands.

Duopods — in the drylands.

Shifting Holes — in the drylands.

Rockmons — in the icelands and in the mountains.

Auras — in the icelands and in the real mansion.

Skimmers — in the icelands.

No Fungies — in the gardens.

Gargoyles — in the gardens.

Triffids — in the gardens.

Dinkle Wisps — in the wetlands.

Sirens — in the wetlands.

Living Islands — in the wetlands.

Shrills — in the wetlands.

Puxie Eyes — in the swamps.

Pools of Urgh — in the swamps.

Wretches — in the swamps.

Guardian Spiders — in the mountains and in the real mansion.

Bats — in the greenhouse and in the stone tree.

Ghosts — in the false mansion.

Ghouls — in the false mansion.

Possessed Furniture — in the false mansion.

Stratics — in the false mansion.

Wailing Wisps — in the false mansion and in the real mansion.

Orbs of Doom — in the real mansion.

Tiny Spiders — in the real mansion.

ITEMS: HOW TO USE 'EM

Bottled Fire Fly (Level 1)

When this is in Fester's inventory, it will be automatically used when Fester comes into any area which is very dark. It will light up a small area around him.

Black Rose (Level 1)

This has two uses: Given to Morticia, Fester will receive an extra ill-health segment. Given to Crusher, it will transform Crusher into an evil Puxie eye.

Pumpkin (Level 1)

When given to Wednesday and Pugsley, with a Candle, they can make it into a lantern.

Extra Ill-health Segments (Levels 1, 2, 3, 4, 5 and 6)

When Fester receives one of these, his ill-health meter will increase by one increment.

Black Beetle Cookies

Eating one will give Fester some ill-health.

Map (Level 1, Gomez possesses it)

The map works in two ways: use it outside to see all the grounds and the mansion, or use it underground or inside, to see only the rooms Fester has already been in. It may also highlight important objects to collect.

Greenhouse Key (Level 1)

Unlocks the door of the greenhouse.

Bone Spoon (Level 1)

When given to Granny, helps her create Crusty Cookies.

Green Key (Level 1)

Unlocks a door inside the greenhouse.

Bottle of Dr. Jibe's Plant Food (Level 1)

Feeds the plants in and around the garden area that are blocking progress. When fed, a plant will move aside.

Box of Seeds (Level 1)

When a seed is thrown to the ground, it produces four mini bushes which will attack enemies nearby.

Babies Rattle (Level 2)

When given to Morticia, she will reward Fester with an extra ill-health segment.

Stone Marbles (Level 2, bought from Grindle)

Throw at attackers to turn them into stone. Beware — this only works on some attackers.

Crusty Cookies (Granny supplies them)

When Fester eats one, he will turn invisible to his attackers for a brief time.

Slimming Potion (Level 2, Granny will supply this)

When given to the creature blocking the tunnels, it will shrink and be spit out of the entrance.

Skeleton Key (Level 2)
Unlocks the Hoarders' store room.

Candle (Level 2)
Should be used by Fester and then given to Wednesday to make a lantern with the pumpkin.

Battery (Level 2, 3 and 5)
Powers up Fester's electrical Zzap attack.

Iron Key (Level 2)
Unlocks the large iron gates in the wetland area.

Glowing Pumpkin Head (Level 2)
Pugsley will use to retrieve a Musical Box from the small dark cave.

Wooden Key (Level 2)
Use to unlock the door inside the stone tree.

Squirter filled with Swamp Juice (Level 3, Jip the Mini Harder has it)
The only effective weapon against shifting holes.

Recipe #1 (Level 3)
When Fester gives this to Granny, she can produce Worm Wart Cookies.

Headless Teddy (Level 3)
When Fester gives this to Morticia, he will get an extra ill-health segment.

Worm Wart Cookies (Granny supplies them)
When Fester eats one of these, he becomes briefly invulnerable to most attackers.

Bowling Ball (Level 4, Lurch has it)
Use to break through walls that appear to be cracked or weakened. Also, use to hit attackers.

Recipe #2 (Level 4, give to Granny)
Granny needs this recipe to make crumble cookies.

Hourglass (Level 4)
Use to briefly freeze all the attackers on screen.

Gold Coin (Level 4)
Throw down the well in the garden to get the Sack of Gold Coins.

Sack of Gold Coins (Level 4, in the well)
Use to bribe a Twee inside the stone tree.

Twig Key (Level 4)
Use to open one of the doors of the stone tree.

Crumble Cookies (Throughout, Granny supplies them)
When Fester eats these, the screen will shudder and attackers will be stunned.

Magnet (Level 5)
Use to capture the Doom and Gloom Key near the false mansion.

Doom and Gloom Key (Level 5, the magnet is required to attract it)
Will unlock doors to the false mansion.

Recipe #3 (Level 5, Granny needs this)
This is the recipe to help Granny create Dragon Belch Cookies.

Book of Flying (Level 5, in the library within the false mansion)
Teaches Rimble Feathers to fly again; when he does, the mountainside gap will be opened.

Pink Potion (Level 5, Morobe leaves it behind)
When drank by Fester, it distorts his vision for a while (best to leave alone).

Fools Key (Level 5)
Unlocks door within the false mansion.

Dragon Belch Cookies (Throughout, Granny possesses them)
When Fester eats one, he will breath fire for a short while.

Secret Passage Key (Level 5, Thing possesses it)
Use to unlock the trap door leading to the dungeon underneath the real mansion.

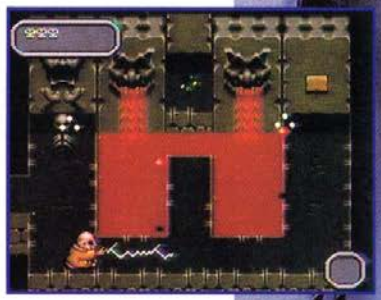
Mansion Key (Level 6, Smied possesses it)
Use to unlock dungeon doors leading to the mansion's real basement.

Black Egg (Level 7, Morobe possesses it)
When thrown and smashed, a flurry of small spiders will attack Fester (best to leave alone).

Potion of Ill-Health (Level 5, Collect in Ballroom)
When drank, it has the same effect as the Black Beetle Cookies.

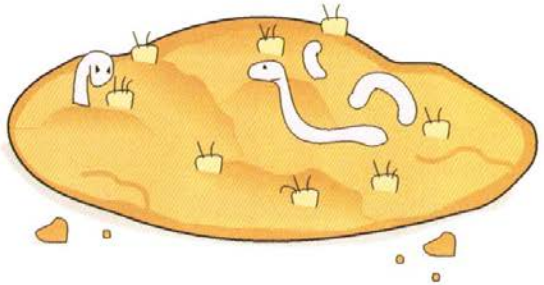
LEVEL 1:
ROSES ARE BLACK

Fester finds himself at the large gated entrance to the gardens. He's going to have quite a time in the gardens and the greenhouse. He'd better be careful to notice his surroundings; he may need to come back here later on. For now, he's busy dealing with hungry plants, missing keys, a map and other sweet surprises. He may get a little hungry himself and snack on some special cookies from Granny. Gomez, Morticia and Granny will be searching for Baby Pubert here too. Watch out for those Triffid Plants, Jasmin, Rasp and Yorgle.



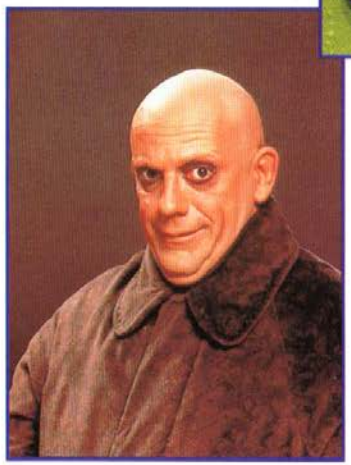
LEVEL 2:
SHAKE, RATTLE, AND ROAR

Now, Fester is really getting busy investigating forests and swamps, anywhere Baby Pubert might be hidden. Wednesday and Pugsley are here to help. A small dark cave might need a lantern! In a mountainous area a baby Siren named Phweep associates himself with Uncle Fester. He might even prove to be a help. You have to find that out. In the drylands Fester will face those aggravating Shifting Holes (they might not be fallible in this level). He may have to buy some stone marbles to fend off his attackers, but what will he carry them in? He's got to get through that Tube entrance. Maybe he'd better see Granny for some cookies first. Has she got the recipe? Fester needs to remember something about a sleeping gargoyle. Look out for M. Hench the Master Hoarder and Imp the Crusher Vine.



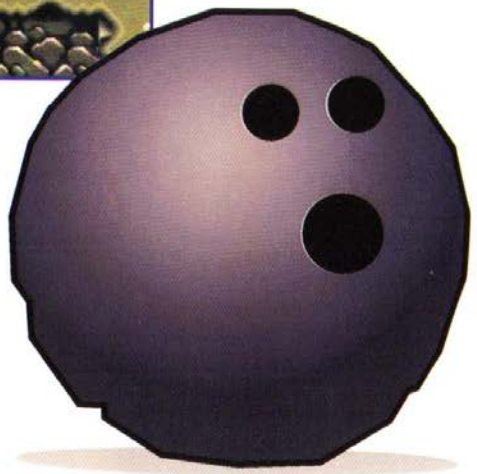
LEVEL 3:
SEWER GETTING CLOSER NOW

Gomez is in the wetlands area and waiting for Fester's help. This maze of islands is surrounded by pure clean water, ickkkkk. There's nothing more deadly to Fester. A locked iron gate appears to be the only route toward the mansion and possibly Baby Pubert. To recover the key, Fester will need to get wet. How? He'll have to pollute that water to make it safe. He may have to do some back-tracking to solve all his problems. He needs a key to find a letter to help him ultimately find a key. It's a real mystery. Don't forget what a Squirter and Swamp juice can do. Batteries are included here, as well as a travelling fold-up bridge. Don't have too much fun with Jip the Mini-Hoarder and Jelby the Giant Dinkle Wisp.



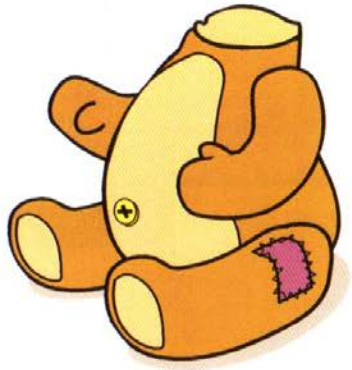
LEVEL 4:
LIKE A ROLLING STONE

Fester will find his way to another garden, a totally different one. This garden is all made of stone. Even the grass and the trees are stone. Lurch and Thing have been searching here, and now Fester can help them. With Lurch's beloved bowling ball, attackers may be bashed and walls may be smashed — to reveal secret passages. Fester may need ill-health segments, so don't forget to have some cookies. Gold coins might make you think of bribery. Can you get them, will you use them? Some important keys will need to be found before you're through. When Fester finds the treasury he'll feel a little brighter. Your search won't be easy since a couple of Twees will be in your way.



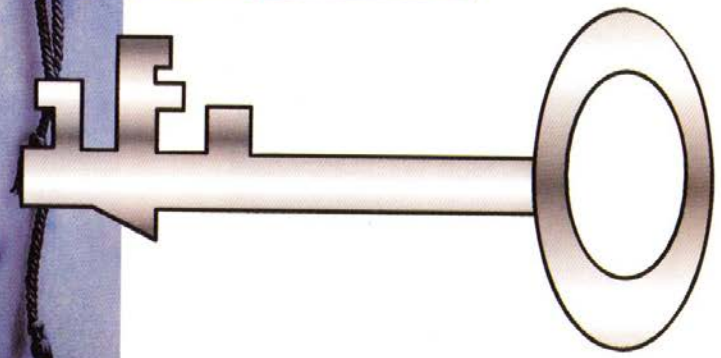
LEVEL 5:
GREAT BALLS A-BOWLIN'

Fester's troubles are beginning to look mountainous. A Vulture could be filling in the gap. Rockmons may be pestering Fester but he knows how to freeze them. Watch out for Watchers who see in the dark. Tunnels can be full of them. Fester's going to need to remember all the wild things that have been helping him — like Lurch's special bowling ball. Hopefully, he will suddenly find himself very "attractive". A Tube may show the way to mountains or icelands, via the swamp, mmm how yummy. Makes one hungry for Granny's Crumble Cookies. The KEY here is to get inside the False Mansion. False Mansion? Is there a false Baby Pubert waiting there?!



LEVEL 6:
A-MAZE-ING CRYPT

Fester won't need to be beside a CRYPTologist to find his way into the real Mansion, but he will be aMAZEd again through dungeons and doors and manhole covers. The KEY to dealing with Smied and getting into the real Mansion has a lot to do with Manhole Covers. Sometimes it's just hard to find enough of them. Eventually Fester can expect to UNLOCK the mystery of the real Mansion, starting in a place that's near and dear to his heart, the Basement!



LEVEL 7:
WOULD YOU LIKE YOUR EGG BLACK, SIR?

Fester is really getting STEAMED up down in the basement listening to all those rattling pipes and looking for poor Baby Pubert. If they don't stop all that racket he's going to put a hole in the wall, or is it if they do stop all the racket? Searching down so many hallways looking for secret entrances hidden behind walls, is enough to give poor Fester a few zap headaches. Maybe he'll find time to straighten out the library while he searched for Baby Pubert. Neatness is next to...a stairway to the attic where spidery surprises await. Morobe may offer Fester a real treat, a black EGG perhaps. Keep looking, the would-be black widow Debbie is at hand. Now Fester has a chance to free Baby Pubert and return him to his happily un-happy family. Let's hear it for Uncle Fester and the whole Addams Family!

RUMORS

The Following are the current rumors that are circulating the gardens and swamps. Believe them or not, the choice is yours...

Rumor has it that a strange glowing object has been sighted flying over the Rockies at night. A U.F.O. perhaps?

Watch out for Grindle the Thief. He seeks rocks which he turns into Gems & Diamonds. Anything he offers for your rocks will most likely be useless.

Eccentric aviator, Magnifigo has recently crashed his strange flying machine while traveling North over the Rockies. He will be buried shortly along with his most treasured maps and journals.

A large stone tree known as Romit resides in the Stone Gardens. Keep well away as he is no push over!

The Stone Gargoyles in the Gardens are not statues, they are merely asleep. One must find the key to wake them or should that be wake them to find the key? Who knows?

Strobia, once mighty guardian of the graveyard now lies dormant. Surely, she will bless those with cunning to reactivate her?

Despite rumors to the contrary, Ivel is defeatable! Tune yourself to his attack and you will defeat him. Perhaps.

A Giant Spider called Morobe roams the Morgue. She is friendly and will offer aid against Debbie.

The Mansion is said to contain vast libraries of knowledge. It would be wise to search through all the books for a clue.

NOTES